1.   A method of controlling a computer game, comprising the steps of:

2   imaging a sequence of scenes including the head of a user of the computer; and

comparing visual characteristics from scene to scene center to determine movement of

4   the user's head within the scene; and

controlling the game in accordance with the movements.

2.   The method of claim 1, wherein the visual characteristics include color, shape

2   or location.

3.   The method of claim 1, wherein the visual characteristics include a

2   combination of static and dynamic characteristics.

4.   The method of claim 3, further including the step of modeling of the dynamic

2   characteristics to yield an estimate of head position.

5.   The method of claim 1, further including the step of initiating the head

2   tracking through a graphical user interface.

6.   The method of claim 5, wherein the graphical user interface provides a

2   bounding box displayed on the screen to assist in targeting the user's head.

7.   The method of claim 2, further enabling a match in color despite differences

2   arising from lighting and shadows.

8.   The method of claim 2, further enabling a match in color within a threshold of

2   hue.

9.   The method of claim 1, wherein step of comparing the visual characteristics

2   includes a comparison of pixels from scene to scene.

10.   The method of claim 1, further including the step of determining if the user's

2   head has moved outside of the scene.

11.   The method of claim 1, wherein:

2   the visual characteristic is color; and

further including the step of finding a weighted average of color to compute the loc

4   based upon action of the user's head based upon color alone.

12.   The method of claim 1, further including the step of segmented a region

2   defined by a predetermined closeness of color as an estimate of target shape.

13.   The method of claim 1, further including the step of continuing to track the

2   user's head when moving in front of or behind a similarly colored object in the scene.